Characters, Scenarios and Objects Audio Description in Games: a study with Mortal Kombat 1

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Game accessibility is a field on the rise. In AAA titles, we can already see a wide range of features such as **subtitling, dialogue transcripts, and customization of controls, visuals, and input methods.**

However the **research on the potential of audio description in games and practical experimentations** are still building momentum.

As of now, some of the examples on the AAA market are **Assassin's Creed Valhalla, The Last of Us series and Mortal Kombat**.

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Our idea is to adapt an audio description model used in **Brazilian telenovelas** to be deployed by game designers, developers and programmers.

Considering that **menus and interfaces have already been stated as possible applications for audio description in games**, we are looking for a way to use the model to describe characters, scenarios and objects.

The main questions aren't only what to describe or how to describe it, but also **how to integrate the descriptions without slowing the pace of the gameplay experience.**

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What we've done so far:

We've chosen Mortal Kombat 1 considering its **wide variety of accessibility features** and the fact that combat games usually have **character selection screens**.

The first prototype was developed and showcased at the **2024 Video Game Cultures conference in Birmingham, UK.**

We've conducted a **focus group with AD producers and consumers** in Brazil in order to gather feedback from potential users.

What's in the roadmap:

In-depth interviews with AD researchers to further enhance the prototype and reach a 2.0 version of the model.

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Let's chat!

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